



## Appendix 3 to Amendment B

### Claims Marked-Up to Indicate Changes

3 Sir:

4 Pursuant to rule 121, the following is a copy of all of the claims amended by the  
5 attached Amendment B, with all changes indicated by bracketing deletions and  
6 underlining additions:

7 ~~(1) An auto racing board game preferably of such a scale as to permit use of~~  
8 ~~popular 1/24 or 1/64 scale model racing cars as playing pieces, employing a~~  
9 ~~method to govern movement of these playing pieces, the progress of which is~~  
10 ~~based on and adjusted for statistical probability of various possible results~~  
11 ~~available when rolling popular, six sided, casino style dice, wherein the game~~  
12 ~~board is comprised of a playing surface having a plurality of racing lanes each~~  
13 ~~being subdivided into an various numbers of advancement spaces including a~~  
14 ~~starting space and a finishing space, wherein the number of spaces vary from~~  
15 ~~one lane to another, the number of spaces in any given lane being inversely~~  
16 ~~proportional to the probability of rolling a dice value allowing the car in that lane~~  
17 ~~to advance, such that the probability of advancing to the winner's line is~~  
18 ~~essentially equal for all playing pieces; and~~

19  
20 ~~(2) a device as in claim (1) further comprising a plurality of playing pieces~~  
21 ~~corresponding to the number of racing lanes, preferably in the form of miniature~~  
22 ~~automobiles, dice being used for determining the advancement of said playing~~  
23 ~~pieces, pit passes being dealt to indicate winning and losing lanes, chips~~  
24 ~~preferably in the form of tire tokens (representing capital), tire haulers and~~  
25 ~~winners cups (both being receptacles for tire tokens), and yellow, red and black~~  
26 ~~caution flags.~~

27

1       3. An auto racing board game device, comprising a game-board, two dice  
2       and playing pieces that progress across the board, this progress being  
3       based on and adjusted for statistical probability of all possible results  
4       available when rolling six-sided, casino-style dice, wherein the game  
5       board is comprised of a playing surface having a plurality of racing lanes  
6       with a maximum of one playing piece assigned to each lane, each piece  
7       progressing a maximum of one space per roll, each lane being divided into  
8       different numbers of advancement segments including a starting segment  
9       and a finishing segment, the number of segments in any given lane being  
10      inversely proportional to the probability of rolling a dice combination value  
11      allowing the piece in that lane to advance, such that the probability of  
12      advancing to through the lane segments from start to finish is essentially  
13      equal for all playing pieces.

14

15       4. A device as in claim 3 further comprising;

16           a second chance element, imposing lane advantages and  
17           disadvantages, preferably manifested in the form of cards being  
18           dealt or drawn,

19

20           indicators representing penalty status for player errors or rule  
21           infractions, these indicators preferably comprising yellow, red and  
22           black caution flags,

23

24           capital, represented by tokens, preferably stylized as miniature  
25           tires, and

26

1           receptacles for capital tokens, preferably stylized as tire haulers  
2           and/or winner's cups.  
3

4       5. A device as in claim 3, wherein the playing pieces comprise miniature  
5       model automobiles.  
6

7       6. A device as in claim 3 of such a scale as to permit use of popular 1/24  
8       or 1/64 scale model racing cars as playing pieces.  
9

10      7. A method of playing an auto racing game comprised of;  
11           providing a game board with segmented lanes, each lane including  
12           a start and a finish,  
13

14           providing playing pieces, each piece to progress, alone, along its  
15           own segmented lane, the number of segments in any given lane  
16           being inversely proportional to the probability of rolling a dice  
17           combination equal to that given lane number,  
18

19           governing the progress of each piece by a means of chance dice  
20           rolls each piece being allowed to advance only one segment per  
21           roll, advancing only upon a dice roll outcome that equals the lane  
22           number of that given playing piece.  
23

24      8. A method as in claim 7 further providing;  
25           a means of introducing chance lane advantages or disadvantages,  
26

1           a means of awarding penalties for player errors or rule infractions,  
2           and symbols to represent award of these penalties,  
3  
4           capital, and a means of representing capital via tokens, and  
5  
6           receptacles for tokens representing capital.  
7

8       9. A method as in claim 7 wherein the playing pieces provided are in the  
9       form of miniature automobiles,

10  
11      10. A method as in claim 7 wherein the game board lane segments are  
12       provided of such a scale as to approximate the horizontal dimensions of  
13       1/24 or 1/64 scale model racing cars, allowing said cars to be used as  
14       playing pieces,

15  
16      11. An article of manufacture comprising;  
17           a game board comprised of a playing surface having a plurality of  
18       racing lanes numbered two through twelve, each lane being divided  
19       into advancement segments inclusive of a starting segment and a  
20       finishing segment, the lanes numbered two and twelve having 2  
21       segments each, lanes three and eleven having 4 segments each,  
22       lanes four and ten having 6 segments each, lanes five and nine  
23       having 8 segments each, lanes six and eight having 10 segments  
24       each and lane seven having 12 segments.

25

1           dice which are rolled to govern movement of playing pieces,

2  
3           playing pieces, of which a maximum of one is assigned to each  
4           lane, each piece progressing a maximum of one lane segment per  
5           roll and progressing only upon a dice roll that results in a  
6           combination the sum of which matches the lane number of that  
7           piece,

8  
9           cards comprising a second chance element, as they are dealt or  
10           drawn, imposing lane advantages and disadvantages, said cards  
11           stylized as pit passes,

12  
13           yellow, red and black caution flags signifying penalties for player  
14           errors or rule infractions,

15  
16           miniature tokens representing capital, stylized as tires, and

17  
18           receptacles for capital tokens, stylized as tire haulers and/or  
19           winner's cups.

20  
21           12. An article of manufacture as in claim 11, wherein the playing pieces  
22           comprise miniature model automobiles.

23  
24           13. An article of manufacture as in claim 11 wherein the lane segments  
25           are of such a scale as to approximate the lengths and widths of 1/24 or  
26           1/64 scale model racing cars.

1    14. A device as in claim 1, or a method as in claim 7 or an article of  
2    manufacture as in claim 15 wherein the game board and playing pieces  
3    comprise magnets and magnetic materials.

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